FIG.1

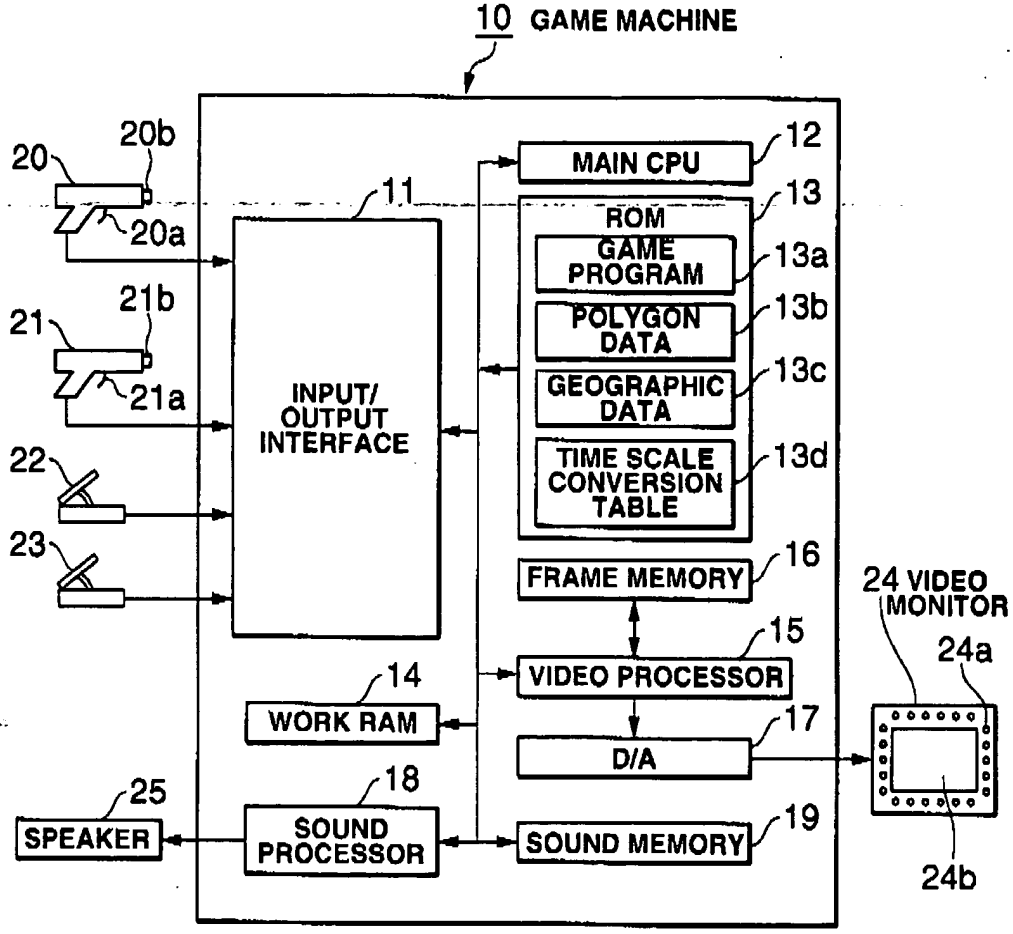

10 GAME MACHINE
20
20b
20a
21
21b
21a
22
23
11
INPUT/
OUTPUT
INTERFACE
MAIN CPU
12
ROM
13
GAME
PROGRAM
13a
POLYGON
DATA
13b
GEOGRAPHIC
DATA
13c
TIME SCALE
CONVERSION
TABLE
13d
FRAME MEMORY
16
VIDEO PROCESSOR
15
WORK RAM
14
D/A
17
24 VIDEO
MONITOR
24a
24b
25
SPEAKER
18
SOUND
PROCESSOR
SOUND MEMORY
19

FIG.2

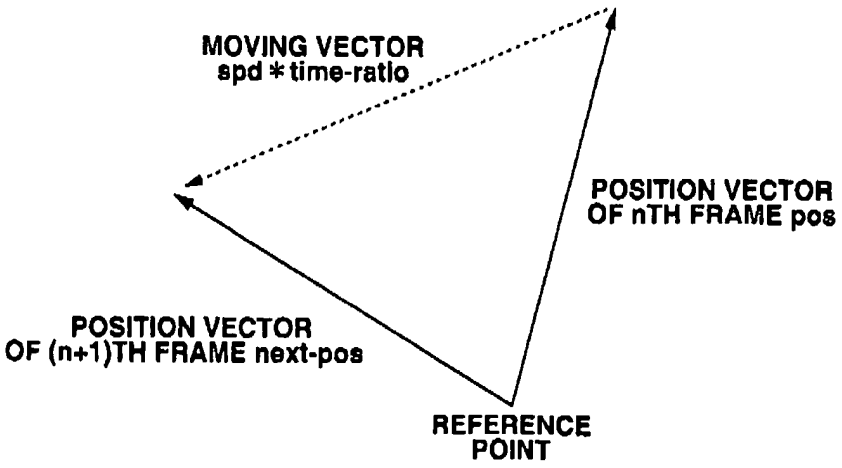

MOVING VECTOR
spd * time-ratio
POSITION VECTOR
OF nTH FRAME pos
POSITION VECTOR
OF (n+1)TH FRAME next-pos
REFERENCE
POINT

FIG.3

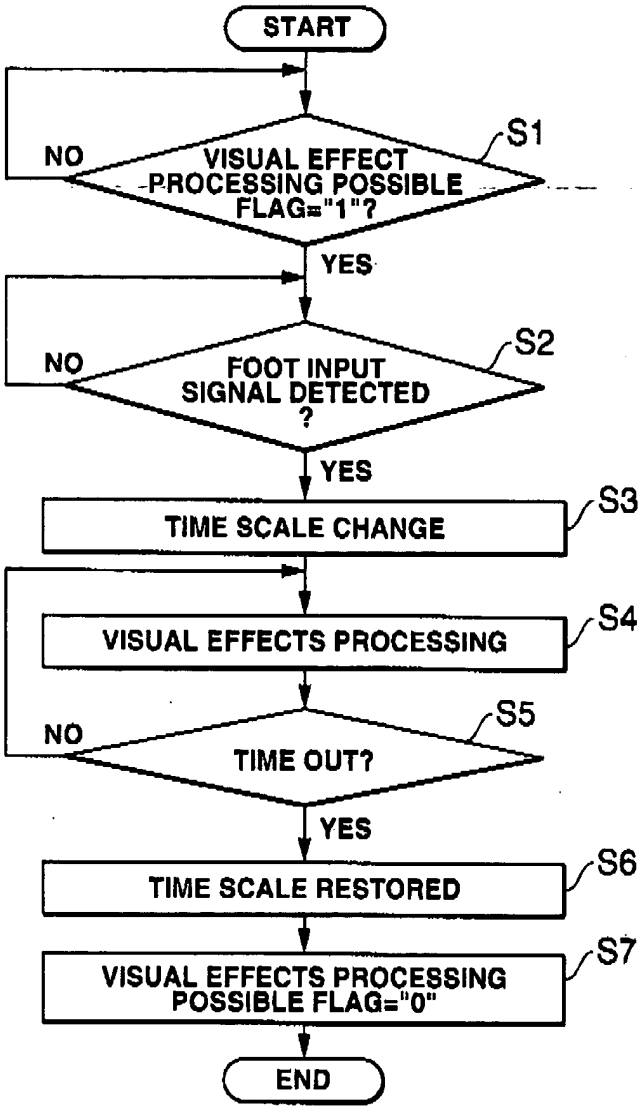


FIG.4

TIME SCALE CONVERSION TABLE

OBJECT	BEFORE CONVERSION	AFTER CONVERSION
ENEMY-CHARACTER	1.0	1/n
BULLET OF ENEMY-CHARACTER	1.0	1/n

FIG.5

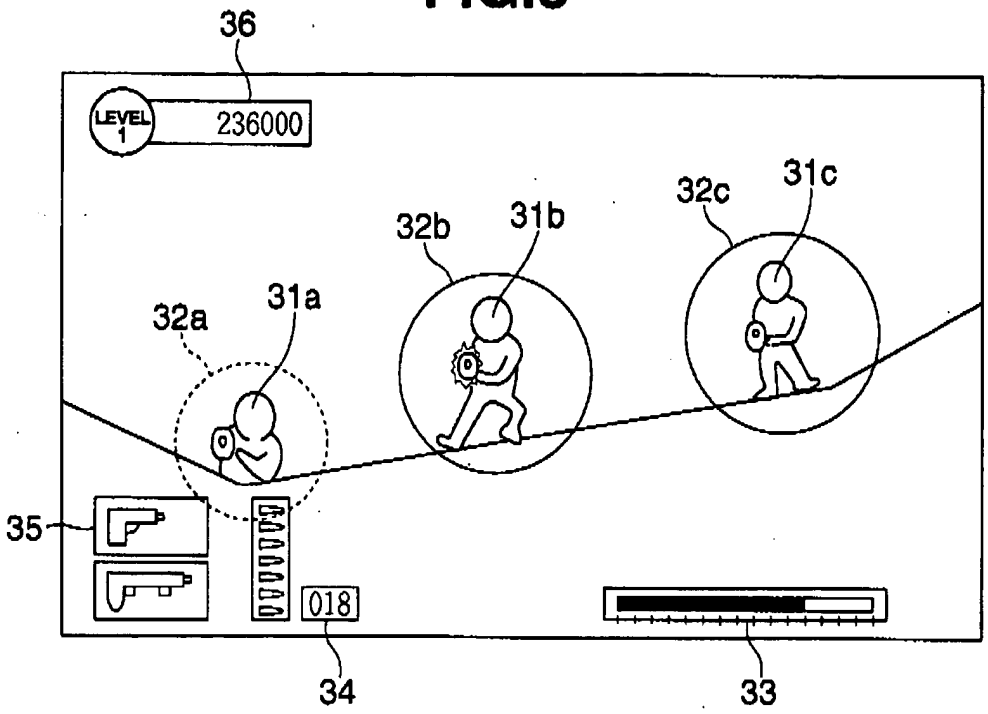
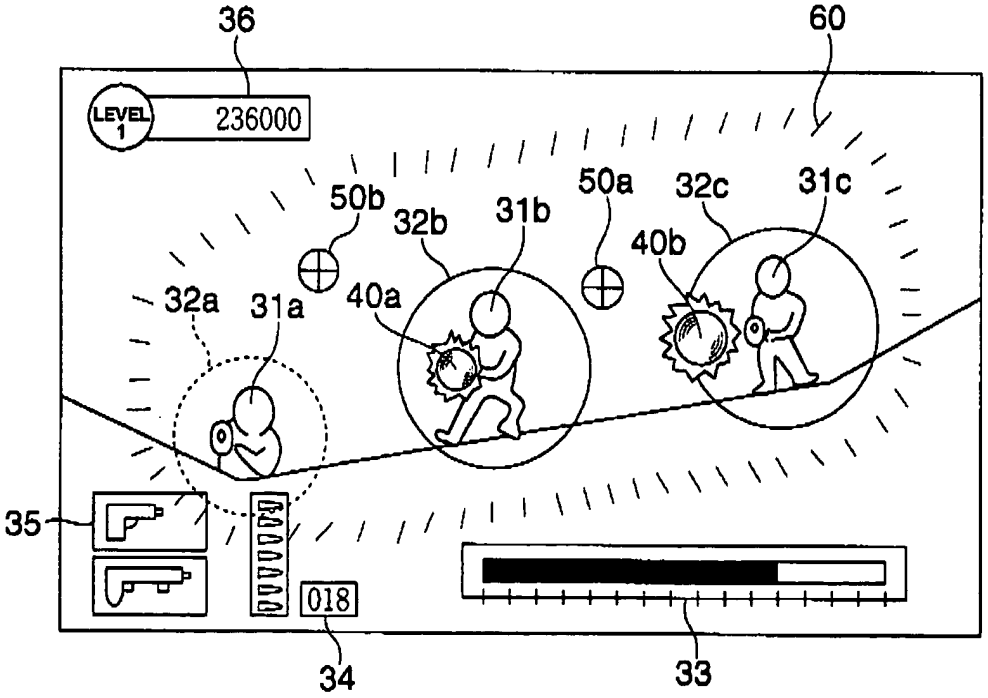

36
LEVEL 1
236000
32c
31c
32b
31b
32a
31a
35
018
34
33

FIG.6


36
60
LEVEL 1
236000
50b
32b
31b
50a
32c
31c
40b
32a
31a
40a
35
018
34
33